DAEMONKIN OF MALICE

HOR



Codex: Heretic Astartes

This opus is based on *Codex Heretic Astartes: Chaos Space Marines II* and its updates found in the *Psychic Awakening* books, which you will need to use this Warband as the profiles and point costs for many abilities and pieces of wargear are found within those books. **Point costs are intended for each model WITHOUT the equipment listed**. The price of the wargear must be added to each model when calculating cost. Remember to always use the most recent rules updates from Chapter Approved!

Faction Keywords

All models in this list have the **Chaos**, **Malice** and **Daemonkin of Malice** keyword.

Model Availability

You must adhere to the following model requirements when building your Warband:

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

The Cant of Malice

As long as the number of friendly **Daemonkin of Malice** on the battlefield is exactly 11, all **Daemonkin of Malice** models in your Warband gain a 3+ invulnerable save.

Abilities

The following abilities are common to several **Daemonkin of Malice** units :

Daemonic

Models with this ability have a 5+ invulnerable save.

Children of Destruction

You can re-roll failed hit and wound rolls of 1 for a model with this special rule when attacking a model with the **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh** keyword in the Fight phase.

Endless Droning

Subtract 1 from the Leadership characteristic of enemy models within engagement range of at least one friendly model with this ability. If any enemy models are within engagement range of at least one model with this ability in the Morale phase, your opponent must roll one additional die when rolling to see how many models will flee from their warband.

Daemonic Ritual (Amended)

Until this is replaced with final rules, use the Daemonic Ritual rules from the *Daemons of Chaos* opus. You can summon Hook Horrors and Chaos Furies; Hook Horrors should have a ritual value equal to a Daemonette's.

Wargear List

Daemonkin of Malice Kill Teams use the wargear lists found inside *Codex Heretic Astartes: Chaos Space Marines II*.

Declining Discipline

Before the battle, generate the Psychic Powers for **Psyker** models that can use powers from the *Declining Discipline* using the table below. You can either roll a D6 to generate their powers randomly, or you can select the Psychic Powers you wish the Psyker to have.

Note that these Psychic Powers are worded using the general rules for all Psychic Powers, and therefore are further affected by the Heralds of Ruins rules regarding Psychic Powers.

World Spirit Discipline

D6	Psychic Power
1: Traitor's Mist	Traitor's Mist has a warp charge value of 6. If manifested, choose a friendly unit with the **Daemonkin of Malice** keyword within 11" of the Psyker. Until the end of your next Movement phase, that unit's Move characteristic is increased by 6" and it gains the **Fly** keyword.
2: Reality Mine	Reality Mine has a warp charge value of 5. If maniested, pick a point within 18" of the Psyker and more than 3" from enemy models and place a marker there. If an enemy unit moves within 3" of the marker while it Moves, Advances, Falls Back, or Charges, it suffers D3 mortal wounds and the marker is removed.
3: Castigate	Castigate has a warp charge value of 7. If manifested, the closest enemy unit within 18" of the Psyker fights itself as if it were the Fight phase. You choose which melee weapons it uses. (Your opponent rolls all dice as normal and all hits are resolved against the unit making the attacks).
4: Warp Eversion	Warp Eversion has a warp charge value of 5. If manifested, roll three dice. Roll six dice instead if there is an enemy model with the **Psyker** or **Daemon** keyword within 11" of the Psyker. For each unmodified roll of 6, the closest enemy unit within 11" of the Psyker suffers a mortal wound.
5: Soul Feast	Soul Feast has a warp charge value of 5. If manifested, the closest enemy unit within 18" of the Psyker suffers a mortal wound and the Psyker regains one wound previously lost in the battle.
6: Light of Komus	Light of Komus has a warp charge value of 7. If manifested, choose a friendly or enemy unit within 18" of the Psyker. Until the start of your next Psychic phase, all models in that unit gain the Hideous Mutations weapon profile, but cannot attack using any othr weapons.

PHILOSOPHIES

Daemonkin of Malice Warbands have access to exclusive Philosophies, as described below, in addition to the ones found in the Heralds of Ruin rulebook. You can pick one of these philosophies for your Warband instead of the ones presented in the main rules (remember that your Warband can only have one Philosophy).

PHILOSOPHIES	
Cannibal Corpses	+3 CP if. You cannot target friendly units with Stratagems unless they are within engagement range of enemy models.
Hatred Inwards	At the end of each of your turns, you can destroy a friendly model. Each time you do, +1 CP.
Guardians of Contradictions	Once per battle, at the start of any of your turns except your first, you can declare that you will skip your turn. If you do, it becomes the end of the Morale phase of that turn and you gain 5 CP, plus an additional amount of CP equal to the current battle round.
Watcher of the Flux	Choose this Philosophy only if your **Leader** is a Psyker. +2 CP. You cannot attempt to deny psychic powers in that battle.
Null Might	+11 CP. You cannot use Stratagems.

STRATAGEMS

Daemonkin of Malice Warbands have access to exclusive Stratagems, as described below, in addition to the ones found in the Herald of Ruin rulebook.

STRATAGEMS		
Soul Offering	1 CP	Use this stratagem at the end of your Movement phase. Destroy a friendly model with the **MALICE** and **HERETIC ASTARTES** keyword that is within 6" of a friendly model with the **MALICE** and **DAEMON** keywords. That model regains D3 wounds previously lost in the battle.
Counterbalance	1 CP	Use this stratagem when attempting to deny an enemy psychic power. Roll three dice and keep the highest two when rolling to see if you can deny that psychic power. You can spend 3 CP instead of 1 when using this stratagem: if you do, roll four dice and keep the highest two instead.
Rend from Grace	1 CP	Use this stratagem at the start of any turn. Pick D3+1 enemy models. Until the end of the next turn, those models lose the following abilities, if they have them: **Unstoppable Ferocity**, **Ephemeral Form**, **Disgustingly Resilient**, **Quicksilver Swiftness**, **Endless Droning**, **Shield of Faith**. You can spend 2 CP instead of 1 when using this stratagem: if you do, pick D3+3 enemy models instead.
Monarch of the Threshold	1 CP	Use this stratagem when attacking with a friendly model with the **SON OF MALICE** keyword in the Shooting Phase. Increase the Strength and AP of all attacks made by that model by 1 until the end of the phase.
Will of Malice	1 CP	Use this stratagem when a friendly model is destroyed. That model is not destroyed; instead, return it to full Wounds and it gains a 2+ invulnerable save. At the end of the turn, destroy it.
Surreal Unison	1 CP	Use this stratagem at the start of the Fight phase. Pick a friendly model with the **MALICE** and **HERETIC ASTARTES** keyword and another friendly model with the **MALICE** and **DAEMON** keyword that are within 1" of each other. You can re-roll all failed hit and wound rolls made for those models until the end of the phase.
Parasite Nest	1 CP	Use this stratagem at the end of your Movement phase, if the number of friendly models with the **DAEMONKIN OF MALICE** keyword on the battlefield is less than 11. Set up a Cursemite model anywhere on the battlefield that is more than 9" from enemy units. For all rules purposes, that model is treated as having been summoned with the **Daemonic Ritual** ability. Then, if the amount of friendly models with the **DAEMONKIN OF MALICE** keyword on the battlefield is less than 11, you can immediately use this stratagem once more (ignoring the rule of one).
Soul Evisceration	2 CP	Use this stratagem when your opponent fails a Morale test. Roll a die. On a 4+, one additional model of your opponent's choice that is within engagement range of friendly models with the **DAEMONKIN OF MALICE** keyword flees the battlefield.
Abattoir	2 CP	Use this stratagem when a friendly **CAVALRY** model succesfully completes a charge move. That model can fight twice in the following Fight phase, rather than just once.
Mindsplitter	2 CP	Use this stratagem at the start of any Psychic phase. Pick an enemy Psyker model that is within 11" of at least one friendly model with the **Endless Droning** ability. Each time that model attempts to manifest or deny a psychic power in that phase, roll a die. On a 2+, it suffers D3 mortal wounds.
Reality Shift	3 CP	Use this stratagem after an enemy model is set up on the battlefield, except during deployment. Your opponent must immediately remove that model from the battlefield then set it up again anywhere on the battlefield that is within 6", but outside of engagement range of, friendly models.

INSPIRING PRESENCE

When you pick the effect of your **Inspiring Presence** aura, Daemonkin of Malice Leaders have access to the following choice in addition to the ones presented in the Heralds of Ruin rulebook.

INSPIRING PRESENCE	
Dark Unison	Add +1 to wound rolls made for inspired models in the Fight phase while exactly 11 models are inspired (including your **Leader**).
Soul Flux	up to three times per turn, when an inspired model suffers a wound or mortal wound, you can discard that wound. If you do, another inspired model of your choice suffers a mortal wound.

SECONDARY MISSIONS

Daemonkin of Malice Warbands have access to exclusive Secondary Missions, as described below, in addition to the ones found in the Heralds of Ruin rulebook. You can pick these secondary missions for your Warband instead of the ones presented in the main rules.

SECONDARY MISSIONS	
Fleshunger	Score 2 VP each time a friendly non-**BEAST**, non-**SWARM** model completes the Devour action: A model can start this action when it destroys an enemy model with its attacks in the Fight phase. The action is completed at the end of your next Movement phase if the model is still on the battlefield and did not move during that Movement phase.
Two-Faced Offering	Score 3 VP at the end of any turn in which at least two friendly models – one with the **DAEMON** keyword and one with the **HERETIC ASTARTES** keyword – have destroyed enemy models with their attacks in the Fight phase.
A Fitting Prize	Score 5 VP at the end of the battle if at least 11 enemy models have been destroyed during that battle.

TEAM LEADERS

SLASHER — 17

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slasher	6"	3+	4+	4	3	3	3	7	6+

Equipment	· Bone Sickles
Abilities	· **Endless Droning, Daemonic** · **Limb fom Limb:** Change the AP of this model's Bone Sickles to -1 while there are 15 or more friendly models with the **Hook Horrors** keyword on the battlefield.
Wargear Options	· May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Daemon, Infantry, Hook Horrors, Character**

DOOMLASHER — 37

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Doomlasher	9"	3+	4+	4	4	5	3	7	6+

Equipment	· Bone Sickles · Gnashing Teeth
Abilities	· **Endless Droning, Daemonic** · **Soul Suckle:** This model regains 1 wound previously lost in the battle at the end of any Fight phase in which its attacks destroyed an enemy model.
Wargear Options	· May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Daemon, Cavalry, Doomriders, Character**

FAITHLESS ACOLYTE — 35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Faithless Acolyte	6"	3+	3+	4	4	3	2	8	3+

Equipment	· Viperstaff
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault** · **Mutant Sight:** Once per battle, you can roll one additional dice when attempting to manifest a psychic power with this model. If you do, it suffers perils of the warp if any two dice show a 1 and/or a 6.
Psyker	· A Faithless Acolyte can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase. They know the *Smite* power and one power from the *Declining* discipline.
Wargear Options	· May replace its Viperstaff with a Viperblade or a Power Maul. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Infantry, Faithless Acolyte, Character**

MALICIOUS CHAMPION — 28

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious C.	6	3+	3+	4	4	3	2	8	3+

Equipment	· Boltgun · Bolt Pistol · Frag Grenade · Krak Grenade
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault**
Wargear Options	· May replace its Boltgun with an Astartes Chainsword or an item from the *Champion Equipment* list. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Infantry, Malicious Marines, Character**

MALICIOUS BIKER CHAMPION — 39

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious Biker C.	14"	3+	3+	4	5	4	2	8	3+

Equipment	· Combi-Bolter · Bolt Pistol · Frag Grenade · Krak Grenade
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault** · **Turbo-Boost:** When this model Advances, add 6” to its Move characteristic for that Movement phase instead of rolling a die.
Wargear Options	· May replace its Bolt Pistol with an item from the *Champion Equipment* list. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Bikers, Malicious Bikers, Character**

DREAD CHAMPION — 34

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dread Champion	11"	3+	3+	4	4	4	2	8	3+

Equipment	· Astartes Chainsword · Bolt Pistol · Frag Grenade · Krak Grenade · Mutant Hoove and Teeth
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault**
Wargear Options	· May replace its Astartes Chainsword with a Power Axe, Power Lance or Power Sword. · May replace its Bolt Pistol with a Black Shield or an item from the *Champion Equipment* list. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Cavalry, Dread Knights, Character**

HELLWING CHAMPION — 30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellwing C.	12"	3+	3+	4	4	3	2	8	3+

Equipment	· Astartes Chainsword · Bolt Pistol · Frag Grenade · Krak Grenade
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault, Daemonic** · **Ratpor Strike** *(see Raptors entry in Codex: Chaos Space Marines)*
Wargear Options	· May replace its Bolt Pistol with an item from the *Champion Equipment* list. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Daemon, Jump Pack, Infantry, Fly, Hellwing**

FIRSTBORN — 56

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Firstborn	6"	2+	3+	5	5	5	4	9	2+

Equipment	· Paradox Blade · Parasite Bolter
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault** · **Ungod's Chosen:** This model has a 5+ invulnerable save.
Wargear Options	· May replace its Parasite Bolter with an Anti-Real Shield. · May replace its Paradox Blade with a Dreadaxe or Dark Maul. · May take item from the *Daemonkin of Malice armoury*.
Keywords	**Heretic Astartes, Infantry, Sons of Malice, Character**

TALON CHAMPION — 32

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Talon Champion	12"	3+	3+	4	4	3	2	8	3+

Equipment	· Pair of Lightning Claws
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault, Daemonic** · **Warpflame Strike** *(see Warp Talons entry in Codex: Chaos Space Marines)*
Wargear Options	· May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Daemon, Jump Pack, Infantry, Fly, Talon of Malice**



Hook Horror

CORE

HOOK HORROR 7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hook Horror	6”	3+	4+	4	3	1	1	8	4+

Equipment	· Bone Sickles
Abilities	· **Endless Droning, Daemonic** · **Limb fom Limb:** Change the AP of this model's Bone Sickles to -1 while there are 15 or more friendly models with the **Hook Horrors** keyword on the battlefield.
Wargear Options	· If your Warband includes at least 10 models with the **Hook Horrors** keyword, one Hook Horror may take an Instrument of Malice and another may take a Daemonic Icon. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Daemon, Infantry, Hook Horrors**

CANNIBAL 5

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cannibal	6"	4+	5+	3	3	1	1	5	6+
Cannibal Champion	6"	4+	5+	3	3	1	2	6	6+

Equipment	· Autogun
Abilities	· **Feast in the name of the God:** Add 1 to the Strength characteristic of this model as long as it is within 6” of a friendly model with the **Daemon** keyword.
Wargear Options	· May replace its Autogun with an Autopistol and Brutal Assault Weapon. · For every ten models with the **Cannibals** keyword in your Warband, one Cannibal may replace its Autogun with a Grenade Launcher, a Heavy Stubber or a Flamer. · For every ten Cannibals in your Warband, one may be upgraded to a Cannibal Champion for free. A Cannibal Champion gains the **Character** keyword and may replace its Autogun with a Shotgun.
Keywords	**Heretic Astartes, Infantry, Cannibals**

CURSEMITE 5

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cursemite	8"	4+	-	2	2	1	2	8	6+

Equipment	· Bloodsucking Proboscis
Abilities	· **Mutoid Vermin:** You can only include up to four of this model in your Kill Team. For each **Special** model in your Kill Team, up to one of this model does not take up a **Core** slot. · **Leaping Insectoids:** You can re-roll failed charge rolls for this unit. In addition, whenever this unit piles in or consolidates, it can move up to 6” instead of 3”.
Keywords	**Beasts, Mutoid Vermin, Cursemite**

MALICIOUS MARINE

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious Marine	6"	3+	3+	4	4	1	1	7	3+

Equipment	· Boltgun · Bolt Pistol · Frag Grenade · Krak Grenade
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault**
Wargear Options	· May replace its Boltgun with a Chainword. · May replace its Bolt Pistol with a Black Shield. · For every 5 models with the **Malicious Marines** keyword in your Warband, one Malicious Marine may replace its Bolt Pistol with a Plasma Pistol, or replace its Boltgun with an item from the *Special Weapons*, *Combi-Weapons* or *Heavy Weapons* list. · One Malicious Marine in your Warband may take an Icon of Emptiness. No more than one model in your Warband may have an Icon of Emptiness. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Infantry, Malicious Marines**

MALICIOUS BIKER

25

Maximum of 3 of this unit in your Warband.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious Biker	14"	3+	3+	4	5	2	1	7	3+

Equipment	· Combi-Bolter · Bolt Pistol · Frag Grenade · Krak Grenade
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault** · **Turbo-Boost:** When this model Advances, add 6” to its Move characteristif for that Movement phase instead of rolling a die.
Wargear Options	· May replace its Bolt Pistol with an Astartes Chainsword. · For every three models with the **Malicious Bikers** keyword in your Warband, one Malicious Biker may either take an item from the *Special Weapons* list or replace its Combi-Bolter with an item from the *Special Weapons* list. · One Malicious Biker in your Warband may take an Icon of Emptiness. No more than one model in your Warband may have an Icon of Emptiness. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Bikers, Malicious Bikers**

DREAD KNIGHT

20

Maximum of 5 of this unit in your Warband.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dread Knight	11"	3+	3+	4	4	2	1	7	3+

Equipment	· Astartes Chainsword · Bolt Pistol · Frag Grenade · Krak Grenade · Mutant Hooves and Teeth
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault**
Wargear Options	· May replace its Astartes Chainsword with a Power Axe, Power Lance or Power Sword. · May replace its Bolt Pistol with a Black Shield. · One Dread Knight in your Warband may take an Icon of Emptiness. No more than one model in your Warband may have an Icon of Emptiness. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Cavalry, Dread Knights**

HELLWING

18

Maximum of 5 of this unit in your Warband.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellwing	12"	3+	3+	4	4	1	1	7	3+

Equipment	· Astartes Chainsword · Bolt Pistol · Frag Grenade · Krak Grenade
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault, Daemonic** · **Raptor Strike** *(see Raptors entry in Codex: Chaos Space Marines)*
Wargear Options	· One Hellwing in your Kill Team may replace its Bolt Pistol and Astartes Chainsword with a Plasma Pistol and Astartes Chainsword or an item from the Special Weapons list. If your Kill Team includes at least 5 models with the **Hellwings** keyword, a second one may do so. · One Hellwing in your Warband may take an Icon of Emptiness. No more than one model in your Warband may have an Icon of Emptiness. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Jump Pack, Fly, Daemon, Infantry, Hellwings**

PUNISHED

12

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Punished	7"	3+	–	4	4	1	1	7	3+

Equipment	· Horrifying Mutations
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault, Endless Droning**
Keywords	**Heretic Astartes, Daemon, Infantry, Punished**



Malicious Marine - in the telltale black-and-white livery

SPECIAL

★ DOOMRIDER 25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Doomrider	9"	3+	4+	4	4	3	2	7	6+

Equipment	· Bone Sickles · Gnashing Teeth
Abilities	· **Endless Droning, Daemonic** · **Soul Suckle:** This model regains 1 wound previously lost in the battle at the end of any Fight phase in which it destroyed an enemy model with its attacks.
Wargear Options	· If your Warband includes at least 3 models with the **DOOMRIDERS** keyword, one Doomrider may take an Instrument of Malice and another may take a Daemonic Icon. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**DAEMON, CAVALRY, DOOMRIDERS**

★ BEAST OF MALICE 40

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Beast of Malice	10"	3+	–	5	5	4	3	7	6+

Equipment	· Mantis Sickle · Dreadful Bite
Abilities	· **Endless Droning, Daemonic** · **Soul Suckle:** This model regains 1 wound previously lost in the battle at the end of any Fight phase in which it destroyed an enemy model with its attacks.
Keywords	**DAEMON, BEASTS, BEASTS OF MALICE**

★ SPAWN OF MALICE 23

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spawn of Malice	7"	4+	–	5	5	4	D6	9	5+

Equipment	· Hideous Mutations
Abilities	· **Endless Droning** · **Mutated Beyond Reason** *(See Chaos Spawn entry in Codex: Heretic Astartes)*
Keywords	**DAEMON, BEASTS, CHAOS SPAWNS**

★ CHAOS FURY 9

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Fury	12"	4+	–	4	3	1	2	6	6+

Equipment	· Daemonic Claws
Abilities	· **Daemonic Ritual, Endless Droning, Daemonic** · **Prey on the Weak:** Add +1 to hit rolls made for this model if there are more friendly models than enemy models on the battlefield. In addition, re-roll all failed hit rolls made for this model if there are at least twice as many friendly models than enemy models on the battlefield. · **Doomflock:** If your Leader has the **Daemon** keyword, up to 5 Chaos Furies may be taken as core.
Keywords	**Daemon, Infantry, Fly, Chaos Fury**

★ SON OF MALICE 42

Maximum of 3 of this unit in your Warband.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Son of Malice	6"	2+	3+	5	5	3	3	8	2+

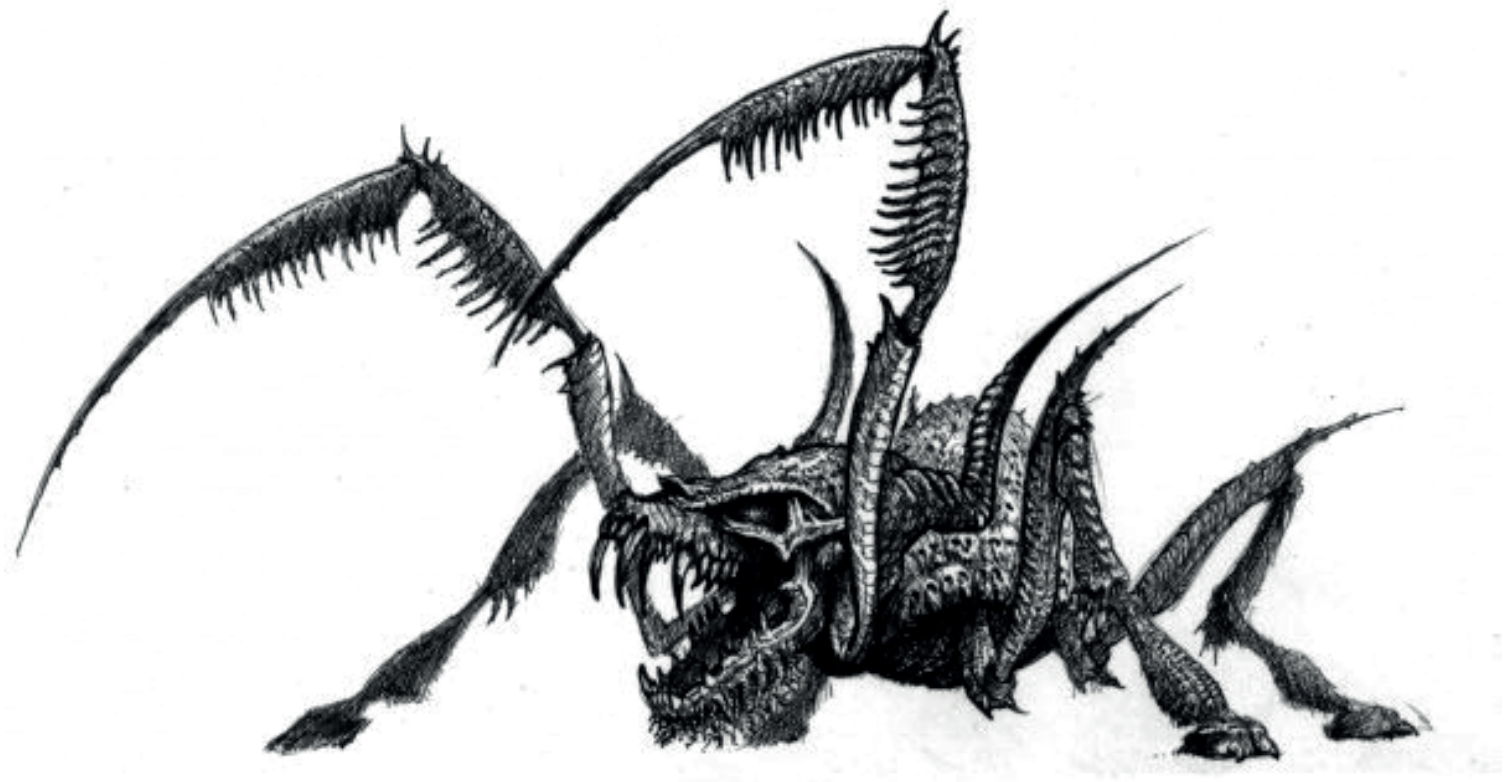
Equipment	· Paradox Blade · Parasite Bolter
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault** · **Ungod's Chosen:** This model has a 5+ invulnerable save. · **Children Warband:** If your Team Leader is a Firstborn, Sons of Malice may be taken as core.
Wargear Options	· One Son of Malice in your Warband may replace its Parasite Bolter with a Warp Husher or a Leech-Launcher. · May replace its Parasite Bolter with an Anti-Real Shield. · May replace its Paradox Blade with a Dreadaxe or a Dark Maul. · One Son of Malice in your Warband may take an Icon of Emptiness. No more than one model in your Warband may have an Icon of Emptiness. · May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Infantry, Sons of Malice**

★ TALON OF MALICE 17

Maximum of 5 of this unit in your Warband.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Talon of Malice	12"	3+	3+	4	4	1	1	8	3+

Equipment	· Pair of Lightning Claws
Abilities	· **Children of Destruction, Bolter Discipline, Hateful Assault, Daemonic** · **Warpflame Strike** *(see Warp Talons entry in Codex: Chaos Space Marines)* · **Talon Kill Team:** If your Team Leader is a Talon Champion, Talons of Malice may be taken as core.
Wargear Options	· May take items from the *Daemonkin of Malice Armoury*.
Keywords	**Heretic Astartes, Daemon, Jump Pack, Infantry, Fly, Talon of Malice**



Beast of Malice

ARMOURY

ARMOURY		
Item	Cost	Description
Mosquito Swarm	10 pts	**Leader** only. At the start of each Fight phase, roll a die for each enemy model within 6" of the bearer. On a 6, that model suffers 1 mortal wound and the bearer regains 1 wound previously lost in the battle.
Legion of One	5 pts	**Leader** with the **HERETIC ASTARTES** keyword only. You can re-roll all failed hit and wound rolls as well as saving throws made for the bearer while there are no friendly models within 48".
Cannibal's Brand	5 pts	**Leader** with the **HERETIC ASTARTES** keyword only. The bearer is treated as having the **DAEMON** keyword for the purpose of the Soul Offering tactical action. Each time the bearer regains wounds using the Soul Offering tactical action, roll a die. On a 3+, gain 1 CP.
Remnant of the True Dreadaxe	10 pts	Dread Champion with Power Axe only. The bearer makes an additional 3 attacks with its Power Axe each time if fights. For each hit roll of a 1 when making these additional attacks, the bearer suffers a mortal wound at the end of the Fight phase.
Spellstabber Blade	5 pts	Faithless Acolyte only. Each time the model succesfully denies a psychic power, roll a die. On a 5+, the enemy psyker loses the ability to cast the psychic power it just used for the remainder of the battle. Each model can only forget one psychic power in this way.
Protect Me, Minion!	10 pts	Faithless Acolyte only. Before the start of the battle, pick a Spawn of Malice in your warband to be the Faithless Acolyte's minion. Each time the Faithless Acolyte suffers a wound or mortal wound while the minion is within 3", you can roll a die. On a 2+, the wound is ignored and the minion suffers a mortal wound.
Crystal Ball of Impossible Futures	5 pts	**Leader** with the **DAEMON** keyword only. While the bearer is on the battlefield, once per turn, you can re-roll any one die.
Echo of Zuvassin	5 pts	**Leader** with the **DAEMON** keyword only. Each time you make a hit roll of a 6+ for the bearer in the Fight phase, one randomly determined enemy model within 3" suffers a mortal wound after the bearer has finished making all of its attacks.
Song of Necoho	10 pts	**Leader** with the **DAEMON** keyword only. The bearer is unaffected by the effect of psychic powers.
Wrenching Rictus	5 pts	Model with the **HERETIC ASTARTES** keyword only. Cannot be taken with a Tick Face. Your opponent must re-roll hit rolls of 6+ for attacks that target the bearer in the Fight phase.
Tick Face	5 pts	Model with the **HERETIC ASTARTES** keyword only. Cannot be taken with a Wrenching Rictus. The model gains a Dreadful Bite (see weapon profile in armoury).
Meat Hook	5 pts	Model with the **HERETIC ASTARTES** keyword only. At the start of the Fight phase, you can roll a die. On a 4+, one enemy model within engagement range of the bearer has its Attacks characteristic reduced to 1 until the end of the Fight phase and the bearer cannot target other models with its attacks in that Fight phase.

ARMOURY (CONT.)

Item	Cost	Description
Witch-Eater Grenade	5 pt	Model with the **Heretic Astartes** keyword only. The bearer can throw the Witch-Eater Grenade once per battle, instead of shooting with its ranged weapons in the Shooting phase. If it does, pick an enemy model with the Psyker or Daemon keyword within 8" and make a single hit roll. If the grenade hits, apply one or both of the following effects depending on the keywords the target has: · **Psyker:** Your opponent subtracts D6 from the roll when attempting to manifest or deny psychic powers with this model, until your next Shooting phase. · **Daemon:** Your opponent cannot make invulnerable saves for the model until your next shooting phase.
Aura of Utter Darkness	10 pts	Model with the **Sons of Malice** keyword only. Subtract 1 from all hit rolls made for models within 3" of the bearer, friend and foe. The bearer itself is unaffected.
Unreal Engine	15 pts	Model with the **Sons of Malice** keyword only. Cannot be taken with an Icon of Emptiness. At the end of each of your Movement phases, you can roll a die. On a 2+, place one friendly Hook Horror previously slain in the battle within 6" of the bearer and outside of engagement range of enemy models. On a 1, the bearer suffers a mortal wound.
Privilege of Destruction	1 pts	Model with the **Daemon** keyword only. The model gains the **Children of Destruction** ability.
Barbed Hooks	5 pts	Model with the **Hook Horrors** or **Doomriders** keyword only. Add 1 to wound rolls made for the bearer's Bone Sickles against models with a Save characteristic of 5+ or worse.
Deafening Buzz	5 pts	Model with the Endless Droning ability only. Your opponent subtracts 1 from the roll when attempting to manifest or deny psychic powers with a psyker that is within 6" of a friendly model with a Deafening Buzz.

MELEE WEAPONS

Weapon	Cost
Astartes Chainsword	
Bone Sickles	0
Brutal Assault Weapon	
Chainaxe	
Chainfist	
Dark Maul	5
Dreadaxe	5
Dreadful Bite	0
Daemonic Claws	0
Gnashing Teeth	0
Hideous Mutations	
Horrifying Mutations	
Lightning Claw (single/pair)	/
Mantis Sickles	0
Mutant Hooves and Teeth	0
Paradox Blade	5
Power Axe	
Power Fist	
Power Lance	5
Power Maul	
Power Sword	
Viperstaff	0
Viperblade	0

RANGED WEAPONS

Weapon	Cost
Autocannon	
Autogun	
Autopistol	
Bolt Pistol	
Boltgun	
Combi-Bolter	
Combi-Flamer	
Combi-Melta	
Combi-Plasma	
Flamer	
Heavy Bolter	
Heavy Flamer	
Heavy Stubber	
Lascannon	
Leech-Launcher	15
Meltagun	
Missile Launcher	
Multi-Melta	
Parasite Bolter	0
Plasma Gun	
Shotgun	
Warp Husher	10

OTHER WARGEAR

Wargear	Cost
Anti-Real Shield (**Leader**/other)	10/5
Black Shield	3
Daemonic Icon	15
Icon of Emptiness	5
Instrument of Malice	10

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes Chainsword						
Bloodsucking Proboscis	Melee	Melee	User	0	1	Each unmodifid hit roll of 6 with this weapon scores two hits, rather than one.
Bone Sickles	Melee	Melee	User	0	2	
Brutal Assault Weapon						
Chainaxe						
Chainfist						
Dark Maul	Melee	Melee	+3	-1	2	If an enemy model suffers any hits from this weapon, your opponent must subtract 1 from hit rolls made for that model until the end of the phase.
Dreadaxe	Melee	Melee	+2	-2	2	If you make an unmodified hit roll of 6 when attacking with this weapon, the tharget of the attack suffers 2 mortal wounds and the attack sequence ends (do not roll to wound).
Dreadful Bite	Melee	Melee	User	-2	D3	Each time the bearer fights, it can make 1 additional attack with this weapon.
Daemonic Claws						
Gnashing Teeth	Melee	Melee	4	-1	1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Hideous Mutations						
Horrifying Mutations						
Lightning Claw						
Mantis Sickles	Melee	Melee	User	-2	2	If an enemy model suffers any unsaved wounds from attacks made with this weapon, enemy models within engagement range of the bearer cannot Fall Back during your opponent's next Movement phase.
Mutant Hooves and Teeth	Melee	Melee	4	0	1	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon, unless it made a charge move in the same turn, in which case it makes 4 additional attacks with this weapon and no more than 4 additional attacks can be made with this weapon.
Paradox Blade	Melee	Melee	+1	-3	2	Your opponent must subtract 1 from invulnerable saving throws made against wounds inflicted with this weapon.

MELEE WEAPONS (CONT.)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power Axe						
Power Fist						
Power Lance	Melee	Melee	+3	-1	1	
Power Maul						
Power Sword						
Viperstaff	Melee	Melee	*	-2	D3	This weapon wounds on a roll of 4+, unless the target has the **VEHICLE** keyword, in which case it wounds on a roll of 6+..
Viperblade	Melee	Melee	*	-4	1	This weapon wounds on a roll of 4+, unless the target has the **VEHICLE** keyword, in which case it wounds on a roll of 6+.

OTHER WARGEAR

WARGEAR	ABILITIES
Anti-Real Shield	A model with an Anti-Real shield has a 3+ invulnerable save.
Black Shield	A model with a Black Shield has a 5+ invulnerable save.
Daemonic Icon	See Chaos Daemons opus.
Icon of Emptiness	Whilst there is a friendly model with an Icon of Emptiness on the battlefield, for each roll a 6 when rolling to see how many models flee after you fail a morale test, one model that would flee the battlefield does not flee.
Instrument of Malice	Add +1" to the distance moved when making Advance or Charge rolls for a friendly **DAEMON** model within 3" of a model with an Instrument of Malice.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon						
Autogun						
Autopistol						
Bolt Pistol						
Boltgun						
Combi-Bolter						
Combi-Flamer						
Combi-Melta						
Combi-Plasma						
Flamer						
Heavy Bolter						
Heavy Flamer						
Heavy Stubber						
Lascannon						
Leech-Launcher	36"	Heavy 4	8	-2	1	On an unmodified wound roll of 6, the target suffers a mortal wound in addition to any other damage and the bearer regains one wound previously lost in the battle.
Meltagun						
Missile Launcher						
Multi-Melta						
Parasite Bolter	24"	Assault 2	4	-1	1	On an unmodified wound roll of 6, the target suffers a mortal wound in addition to any other damage and the bearer regains one wound previously lost in the battle.
Plasma Gun						
Shotgun						
Warp Husher	12"	Assault D6	5	-2	1	When attacking with this weapon, the hit roll is automatically succesful. Each time an attack made with this weapon is allocated to a **Psyker** or **Daemon** model, that attack has a Strength characteristic of 6 and an AP characteristic of -3.

Recommended Base Sizes

The following base sizes are recommended for use with this opus:

Team Leaders

- **Slasher:** 25mm round base
- **Doomlasher:** 40mm round base
- **Faithless Acolyte:** 32mm round base
- **Malicious Champion:** 32mm round base
- **Malicious Biker Champion:** Bike base
- **Dread Champion:** 75x42mm oval base
- **Hellwing Champion:** 32mm round base
- **Firstborn:** 40mm round base
- **Talon Champion:** 32mm round base

Core

- **Hook Horror:** 25mm round base
- **Cannibal:** 25 mm round base
- **Cursemite:** 25mm round base
- **Malicious Marine:** 32mm round base
- **Malicious Biker:** Bike base
- **Dread Knight:** 74x42mm oval base
- **Hellwing:** 32mm round base
- **Punished:** 32mm round base

Special

- **Doomrider:** 40mm round base
- **Beast of Malice:** 50mm round base
- **Spawn of Malice:** 50mm round base
- **Chaos Fury:** 25mm round base
- **Son of Malice:** 40mm round base
- **Talon of Malice:** 32mm round base